**CSC All-Star Classic Hosted by the Culpeper Soccer Club November 11 - 12, 2017**

**Tournament Rules**

**Tournament Headquarters:** Culpeper Sports Complex, 16358 Competition Dr. Culpeper, VA 22701

**Tournament Director**: Juan Garcia, coach.director@culpepersoccer.net

**Registration Deadline:** October 28, 2017

**Team Acceptance/Check-in Paperwork Verification**

**Mandatory Check In: Online Check in Deadline: November 1, 2017. Teams who miss the online check in deadline must check in at the site of their first game one hour prior to the start of their first game.**

**GENERAL**

All tournament matches will be played in accordance with the laws of the game as issued by FIFA except as modified in these “tournament rules.”

All decisions of the referee are final and binding. The tournament rules committee reserves the right to decide on all matters relative to the tournament and its decisions are final.

The tournament committee, the coaches of the host teams, or any sponsors of the tournament activities shall not responsible for the expenses incurred by any team or club if the tournament is cancelled in whole or in part.

The tournament rules committee reserves the right to make the following changes in the event of inclement weather.

* Relocate and/or Reschedule a Match
* Reduce Scheduled Duration of a Match
* Cancel a Match
* Change a Division Structure

In the event of inclement weather forcing play to be halted and preventing the match from completing during the scheduled times, the score shall stand if at least one-half of the match has been completed.

If at the discretion of the referee, a match must be abandoned, the team or teams causing the abandonment of the match will be considered the loser of the match. This will be recorded as a forfeit by a score of 3 goals to 0. Any team that causes this abandonment will be disqualified from any remaining tournament matches by the decision of the tournament rules committee. Tournament entry fee will not be refunded to the disqualified team.

**GENERAL PROHIBITIONS-** Alcoholic beverages, smoking (including E Vapor products), pets and noise makers are prohibited.

**The CSC Classic Tournament is an unrestricted tournament.**

**CANCELLATIONS/REFUND POLICY**

Should the tournament be cancelled in part or in whole due to any act of nature or for any other reason, no refunds will be issued. The Culpeper Soccer Club or any representative of The Culpeper Soccer Club is not liable for the any expenses incurred by any party due to tournament cancellation including tournament registration fees (NO REFUNDS WILL BE ISSUED).

**TEAM WITHDRAW POLICY**

All teams that withdraw must be done in writing (an email is ok). Teams that withdraw prior to the registration deadline will receive the full amount back minus a $35 processing fee. Once a team has been accepted, the application fee in non-refundable.

**TEAM ACCEPTANCE**

A. The tournament committee reserves the right to accept or reject any team application.

B. The application is not considered complete until entry fee is received. **PAYMENT MUST BE RECEIVED PRIOR TO DUE DATE**.

C. No team shall be deemed accepted unless written notification has been sent from the Tournament Director. This can be either email or U.S. postal service mail.

D. Once accepted, the application is non-refundable.

E. A check for entry fee that is returned from the bank will not be re-deposited. The amount of the check plus $35.00 (cashiers check or money order) must be received by the tournament committee seven days after the team representative is notified of the returned check. If new funds are not received the team will be disqualified from the tournament.

F. Communication during the tournament will be with the team’s coaching staff or manager. This is to eliminate any confusion that may occur.

**COACH AND PLAYER CONDUCT**

Coaches and players will share the same side of the field. All spectators will take up a position on the opposite side of the field during the time the match is in progress. All personnel must remain between the 18 yard lines of the midfield stripe. No coaches or spectators are allowed behind the goal line.

**TEAM TYPES**

Recreational All-Star Teams with Guest Players – a team that participates in a recreational, house or intramural program for a club, league or association with no more than 5 guest players added to any core roster. Each team can add up to 5 guests without going over the maximum roster limit.

**TRAVEL TEAMS & TEAMS WITH TRAVEL CARDED PLAYERS NOT ELIGIBLE.**

**All-Star/Advanced/Challenge teams are eligible to participate.**

All-Star team definition - all-star teams are identified as those teams that would combine players from more than 1 team AND subsequently have more than 5 guest players “rostered” on their team. Team eligibility will be verified with each team registrar by the tournament committee.

**AGE DIVISIONS**

|  |  |
| --- | --- |
| Eligible players will follow the calendar year age matrix for the 2017-2018 season. Players may play up in age division but may not play down in age division. **Year of Birth**  | **Age Division**  |
| **2010/2009**  | **U10**  |
| **2008/2007**  | **U11**  |
| **2006/2005**  | **U13**  |
| **2004/2003**  | **U15**  |
| **2002/2001**  | **U17**  |
| **2000/1999**  | **U19** |

**GUEST PLAYERS**

Teams are allowed up to 5 guest players. Guest players may not be currently rostered on a travel, all star, advanced or challenge team.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Age**  | **Match Length**  | **Format**  | **Min Players to Start**  | **Ball**  | **Comments**  |
| **U8**  | **40 Mins**  | **4 v 4**  | **4**  | **Size 3**  | **No goalkeeper, offside, penalty kicks. Subs on throw-ins by either team. Use of Retreat Line. (10 minute quarters) No Slide Tackling.** |
| **U10**  | **50 Mins**  | **7 v 7**  | **6**  | **Size 4**  | No Slide Tackling. Use of Retreat Line |
| **U12**  | **60 Mins**  | **8 v 8**  | **7**  | **Size 4**  |  |
| **U14**  | **70 Mins**  | **11 v 11**  | **7**  | **Size 5** |  |
| **U16**  | **70 Mins**  | **11 v 11**  | **7**  | **Size 5** |  |
| **U18**  | **70 Mins**  | **11 v 11**  | **7**  | **Size 5**  |  |

A team, which cannot field its minimum number of players within the first 10 minutes of the scheduled start time, shall forfeit the match. The team forfeiting the match shall be declared the loser by a score of 3 goals to 0.

If there is no referee present within ten minutes of the scheduled start time, the match shall be rescheduled unless both teams coaches agree to proceed. If the match proceeds, the score shall stand as played. If there is only one referee present for the preliminary match at the scheduled start time, the referee shall commence the match using volunteer assistant referees. Should the second referee arrive at the field, he/she shall enter the match at an appropriate break in play and the volunteer assistant referees shall be relieved of their duties.

It is the duty of the coaches to insure that the players report to the field 15 minutes prior to the start time of each match for the possible verification of rosters and player passes.

If you play in VSLI or any other travel orientated venue, you do not qualify to play in this tournament. Your team must possess RECREATIONAL PLAYER PASSES.

**PERMISSION TO TRAVEL**

Region 1 Policy Regarding Application To Host a Tournament

Region I has established the following policy concerning permission to travel when attending US Youth Soccer sanctioned tournaments in Region I. The purpose of this policy is to make it as simple as possible for the US Youth Soccer Region I teams to travel to tournaments within Region I. The new policy states that any US Youth Soccer State Association **teams** within Region I that is accepted into a tournament in Region I do not need permission to travel papers. Permission to Travel is not required in friendly games within Region 1.

**National State Associations in Region I:**

Connecticut Jr. Soccer Assn

Delaware Youth Soccer Assn

Eastern New York Youth Soccer Assn

Eastern Pennsylvania Youth Soccer Assn

Soccer Maine

Maryland Youth Soccer Assn

Massachusetts Youth Soccer Assn

New Hampshire Soccer Assn

New Jersey Youth Soccer Assn

New York State West Youth Soccer Assn

Pennsylvania West State Soccer Assn

Soccer Rhode Island

Vermont Soccer Assn

Virginia Youth Soccer Assn

West Virginia Soccer Assn

**UNRESTRICTED RULE**

Teams that are members of organizations of the United States Soccer Federation but not members of US Youth Soccer (such as AYSO, SAY, US Club Soccer or Super Y Leagues) DO NOT have to have a US Youth Soccer Application To Travel form (although that team's organization may require that the team have permission).

**PLAYER REGISTRATION**

14 players maximum for U8, U9 and U10 teams, 18 players maximum for U11, U12, U13, U14, U15 and U16 teams, 22 players maximum for U17, U18 and U19 teams including up to 5 guest players. For U17, U18 and U19 teams there may only be 18 players may “dressed” for each game. Player rosters authorized by their respective soccer association shall be verified and compared with the approved state roster at team registration and available for verification prior to each match. Players must be born during or after the year indicated by the age division in which they are to compete. Coaches shall insure that the player rosters presented at registration and prior to each match correspond to the approved state roster. All teams must have current US youth soccer or approved organization player passes or the appropriate national association passes.

**Coaches must provide** one original roster (no guest players or players crossed out) and 2 copies of the team roster (guest players added, players not attending crossed out). All rosters must be signed by a club official, appropriate player passes signed by the league official, medical release forms signed by the parents (do not need to be notarized), and teams coming from outside of region 1 must have a permission to travel form at registration to be permitted to participate. **NO EXCEPTIONS.**

**PLAYERS MAY NOT PLAY ON TWO TEAMS DURING THE TOURNAMENT, EITHER AS A REGISTERED PLAYER OR GUEST PLAYER (any team who violates this will forfeit their games.) PLAYERS MUST POSSESS A CURRENT US YOUTH SOCCER OR APPROVED ORGANIZATION RECREATIONAL PLAYER CARD IN ORDER TO PLAY IN THIS TOURNAMENT.**

**REGISTRATION**

**Online Check in Deadline: November 1, 2017. Teams who miss the online check in deadline must check in at the site of their first game one hour prior to the start of their first game.**

Irregularities in player eligibility, misinformation or discrepancies in tournament documents may cause dismissal of players or entire teams from the tournament.

**TEAM GROUPINGS**

**Grouping of Age Divisions:** Teams U8-U18 are welcome to register, however, multiple age divisions will be grouped together for the tournament to form the following brackets: U8, U10, U12, U14, U16 and U18. Additional groupings may be necessary and are at the discretion of the tournament director.

**Placement of Division**

(A) Division with **3 teams**. (1st & 2nd Place Awards). Four matches will be guaranteed with each team playing the other teams in their bracket once each day. The champion and finalist will be determined by Advancement Point System below.

(B) Divisions with **4 teams (**1st & 2nd Place Awards). Three matches will be guaranteed. The top two teams will advance to a Championship Match.

(C) Divisions with **5 teams** (1st & 2nd Place Awards). Four matches will be guaranteed in a round robin format. The champion and finalist will be determined by Advancement Point System.

(D) Divisions with **6 teams** (1st & 2nd Place Awards). Three matches will be guaranteed. Teams will be divided into two groups of 3, Group 1& 2. Each team in Group 1 will play 2 matches against the teams in Group 1 and the teams in Group 2 will play 2 matches against the teams in Group 2. At the conclusion of Group Play teams will be ranked in their respective groups with the top two teams advancing to semi-final matches. The third team in each group will play a consolation match. **No overtime periods for semi-final matches, ties will be resolved immediately following the match by using FIFA Penalty Kick procedure.**

(E) Divisions with **7 teams** (1st and 2nd Place Awards). Three matches will be guaranteed. Teams will be divided into 2 groups (3 in A and 4 in B). Each team in each group will play two matches in their group on the 1st day of play. The top two teams in each group will advance to semi-final matches. The 3rd place team in-group B will play the 4th place team in-group B to advance to the consolation match vs. the 3rd place team from Group A.

(F) Divisions with **8 teams** (1st & 2nd Place Awards). Three matches will be guaranteed. Teams will be divided into 2 Groups with each team playing three matches within its Group. The top team in each Group will advance to the Championship Match.

(G) Divisions with **12 teams** (1st and 2nd Place Awards). Three matches will be guaranteed. Teams will be divided into 4 groups. Each team in each group will play two matches in their group on the 1st day of play. The top team in each group will advance to semi final matches; A1 will play D1, and B1 will play C1.

There will be no time allowance for substitutions, injuries or other compensating time.

The referee will start the clock at the beginning of each half and run it continuously until the conclusion of that half. The only time the referee will stop his/her clock is for an injury that is severe enough to significantly affect the length of the game. All regulation halftime periods will last 5 minutes, overtime halftime periods will last 1 minute.

In semifinal or final matches, if the game has been stopped for a serious injury, the referee will resume the game at the point where the match was stopped and finish out the match in its entirety. No semifinal or final match will be shortened due to a serious injury, daylight permitting.

U8 Games- No one player may stay and guard the goal. All players must move throughout the field during the game.

The game ball will be provided by the tournament unless one is unavailable. Teams may agree upon using the home team's ball.

**No overtime periods for semi-final matches, ties will be resolved immediately following the match by using FIFA Penalty Kick procedure. Consolation matches may end in a tie.**

The winners of the semi final matches will proceed to the championship match. Consolation match: The 2nd place team and 3rd place team in each group will proceed to consolation matches: A2 vs. D2, A3 vs. D3; B2 vs. C2, and B3 vs. C3. Consolation matches may end in a tie.

**Rules for Advancement**

Group or Division winners will be decided on the following basis:

Win = 3 points

Tie = 1 point

Loss = 0 points

Ties for 1st and 2nd place in Group or Division will be broken according the TIE BREAKING PROCEDURE below.

**SCORE REPORTING**

Both teams must sign the scorecards that the referee has. The Referee will submit the scorecard to the site tent upon completion of the match. Blank score cards may be obtained at the site tent. You must include the game #, the division name, home team name and score, away team name and score. Both coaches must sign the score card.

**TIE BREAKING PROCEDURE**

Tie-breaking procedure to determine finalists in divisions with 4, 5, or 8 teams and semi finalist in divisions with 6, 10, or 12 teams will be determined as follows:

1. Results of Head to Head competition with team(s) with which tied (Except where three teams are tied head to head competition will not be used. When three teams are tied begin with tiebreaker #2)

2. Goal Differential (Goals Scored minus Goals Against.) Maximum goal differential is 5 per game.

3. Goals Allowed in ALL matches (maximum of 5 goals per game)

4. Most goals scored (maximum 5 goals per game) ALL matches.

5. Most shut outs.

6. If tied after Tie Breaker #5, Penalty Kicks

If Championship matches cannot be played on Sunday but Semi Final matches have been played to completion, a Champion and finalist will be selected from the semi final matches. If Semi Final matches have not been played to completion, results will revert back to Saturday’s matches for Final determination.

**Resolving ties in Championship Match**

If the Championship match is tied at the end of regulation time, the teams will be given a 5 minute rest and then two 5 minute overtime periods will be played. Both 5 minute overtime periods will be played to completion. If still tied after the two overtime periods are completed, the Champion will be decided by using the FIFA penalty kick procedure.

**Resolving ties in a Semi Final Match**

Semi final matches ending in a tie will proceed straight to the FIFA penalty kick procedure to determine a winner.

**Resolving ties which must produce a Team to Advance to a Consolation Match**

Matches ending in a tie which must produce a winner to advance to a consolation must proceed straight to the FIFA penalty kick procedure to determine a winner.

**Resolving ties in a Consolation Match that does not need to produce a winner**

Consolation matches which do not need to produce a winner may end in a tie.

**Resolving ties in U8 Division (no goalkeeper)**

A match ending in a tie which must produce a winner to advance to a consolation match is determined through alternating center line kicks at the goal. The 4 players from each team on the field at the end of regulation time take alternating kicks from the center line to the goal (single shot only, no dribbling). If the match is still tied after all 8 players kick, 4 new players (or all players on the bench, if less than 4) from each team will take alternating kicks with the result being determined in sudden death (first team to miss loses). A coin toss will determine which team kicks first.

**SUBSTITUTIONS**

**Unlimited substitutions may be made with the referee’s permission:**

After a goal has been scored

At the beginning of the second half of play or prior to the beginning of overtime play

At a goal kick by either team

At a throw in by the team in possession\*\* the opponent may substitute if they are at the half line and ready to enter play

In case of stoppage of play for an injury

A cautioned player may be substituted

**Under NO circumstances may substitutions be made (1) on corner kicks or (2) after the game has ended in a tie and FIFA penalty kicks will be required to determine a winner.**

**HEADING RULE**

All players in divisions U10 and U8 are not allowed to head the ball. At age divisions U10 and younger; whenever the ball strikes a player in the head, play is stopped. The proper restart depends upon whether the player deliberately played the ball with his or her head. If deliberate, the proper restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If the play by the head is deemed inadvertent, then the proper restart is a dropped ball.

**HOME TEAM**

Team listed first is the designated Home Team and must change jerseys if the referee determines a conflict exists. The home team shall have the right to decide which half of the players/coach side of the field that they will occupy.

**PLAYER EQUIPMENT**

Players on a team must wear similar uniforms with each jersey being numbered distinctly with no numbers being repeated. Players’ jersey number must match the roster. Numbers should be large enough and visible by all players and referees from a distance. Temporary numbering with duct tape will be allowed in the event of duplicates and must be easily recognizable to the referee. Duplicate numbering issues must be resolved prior to the start of the game. If a number discrepancy is noticed after the start of play the referee will make the decision as to how to proceed. Referee decisions are final.

All U16 and U19 rosters must include player numbers with the official roster with no duplicate numbers.

Teams must have two jerseys in two different colors available for each game. If a uniform conflict occurs, the Home team (team listed 1st on the schedule) must change jerseys, unless visiting team offers to do so.

Cast Rule- Players wearing splints or casts will be permitted to play if deemed safe by the referee and a physician’s release form is provided at registration. Form must also be available at all games being played. It is recommended that splints and casts are bubble wrapped.

Safety straps are required for players wearing glasses. Wire rim glasses are prohibited, no exceptions! No necklaces, bracelets, earrings, or rings of any kind will be allowed.

All players must wear shin guards that are appropriate for their age and size, with a minimum size of shin guard being 6 inches.

Socks must cover shin guards completely and jerseys must be tucked into shorts.

Shoes must meet FIFA specifications.

**FORFEITS**

Teams not having 7 players for 11 v 11 and 8 v 8 matches, 5 players for 6 v 6 matches or 4 players for 4 v 4 matches ready to play within 10 minutes of the scheduled game time will have a forfeiture declared for the match. The score of a forfeited game will be 3-0 in favor of the team ready to play. A team forfeiting a match will not be allowed to play in a semi-final or championship match.

**CONDUCT**

Any player dismissed/sent off (red carded) shall not be allowed to participate in the team’s next game. No substitution may be made for the player sent off during the match in whom the red card was issued. A coach who is dismissed will not be allowed to participate further in the tournament. A report will be sent to the state association and league/club of teams whose players or coaches receive yellow/red cards. A case of referee assault will be referred immediately to the Virginia Youth Soccer Association in accordance with USSF Rule 1108.

Each coach is responsible for the conduct of the players and parents on his/her team. Coaches not taking responsibility for their sideline’s behavior may be cautioned and / or ejected. Any player or coach ejected asked to leave will not be within sight or sound of the playing field. Per FIFA rules, only players will be shown a card (yellow or red) when being cautioned or sent off. Two yellow cards in the same match equal an ejection and the player will sit out his/her next immediate match.

No team or club official may enter the field of play regardless of the circumstances unless the person has been given permission to enter the field of play by the referee.

If in the opinion of the Tournament Director(s), the conduct of a team, its coaches or supporters do not meet the standards of sportsmanship that are expected, a team may be barred from further participation in the tournament. There will be no refunds of fees or costs in the event of expulsion. A full report of the reason for the barring will be sent to the state association and league of any team so expelled.

Any coach that head coaches more than one team must insure that an assistant coach is available to coach the second team if a conflict arises due to game scheduling.

**Warm Up:** Teams may not warm up along the end line of a game in progress.

**WARNINGS AND EJECTIONS**

If a player is ejected from a match – shown a red card by the referee, or two yellow cards in the same match – that player must sit out the remainder of that match and his team’s next tournament match. No substitution may be made for the ejected player during the match in whom the red card was issued.

A yellow card displayed by the referee indicates a warning. Two yellow cards to the same player in the same match will result in immediate ejection from that match.

Coaches in receipt of a red or two yellow cards in the same match are subject to the same penalties as outlined above for players. However, a coach dismissed from a match may not return to participate further in the tournament.

Any player or coach ejected from a match will not be allowed in the vicinity of the field for the remainder of that match and for his teams’ next match.

Because of the seriousness of such instances, red cards issued after the end of regulation play or as a result of physical assault are subject to review by the tournament rules committee and more strenuous penalties, which are not subject to appeal, may be employed.

A record of all yellow and red cards issued during the tournament will be forwarded to VYSA upon completion of the event.

**INCLEMENT WEATHER**

Regardless of weather conditions, coaches and their teams must appear at their respective field site, ready to play as scheduled. Failure to appear will result in forfeiture of the match. Only the Tournament Director(s) may cancel or postpone a match. Referees may suspend a match only in case of severe weather, in his/her discretion, Tournament Director(s) may cancel any and all games. In case of severe weather that occurs after the beginning of play, the Tournament Director(s) may reduce the length of the match and may discontinue or cancel the game. Should a match be terminated due to weather conditions after 20 minutes of play, the match will be considered official and the score at the time will stand. If a match is terminated prior to 20 minutes of play, every attempt will be made to complete the match. However, if necessary other means, determined by the Tournament Director(s), may be used to determine a winner. Referees and field marshals will not consider beginning or continuing matches when a lightning storm exists.

**NO REFUNDS WILL BE GIVEN IN THE EVENT OF CANCELLATION of the event either in whole or in part.**

**Protests: All decisions of the referee and the Tournament Director(s) are final. There are no protests!**

**Disclaimer:** CSC All-Star Classic Tournament, Tournament Director(s) and Culpeper Soccer Club (CSC) will not be responsible for any expenses incurred by tournament participants if the tournament is cancelled for any reason. The Tournament Director(s) reserves the right to decide on all matters pertaining to the tournament and its decision shall be final.

The Classic and CSC are not responsible for the behavior of players, coaches, and spectators off the field or damages resulting from such behavior. Nor are they responsible for any injuries which may occur to players, coaches, or spectators as a result of their participation in the tournament.